

MEGA FORCE™



Games of the Century™



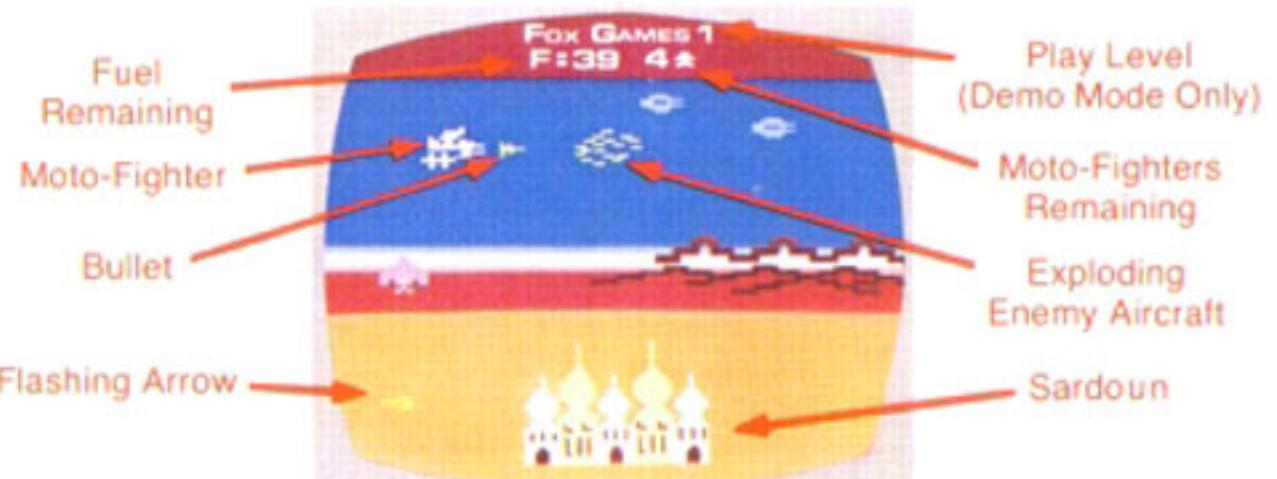
Game Instructions

Fox Video Games

MEGAFORCE™

TO SET UP:

Set up your video computer system and left joystick controller as instructed in your manufacturer owner's manual. Move the Color/B-W lever to the correct setting. Turn the power OFF and insert the MEGAFORCE game cartridge.



TO BEGIN:

Turn the power ON. Use the Game Select lever and Difficulty Switches to choose a play level. Press the Game Reset lever to begin an action-packed adventure from start to finish.

THE OBJECTIVE:

Because of your reputation as a clever and daring member of the MEGA-FORCE, you have been sent to Sardoun, a strategically important Democratic nation currently under attack. Your mission is to destroy the Enemy Headquarters. Armed with the world's most advanced fighting machine, the Moto-Fighter, you are dropped off just outside Sardoun. You must pass the city and make your way across the barren desert to the Enemy Headquarters on a limited supply of fuel. You'll be challenged the entire way by heavy air and ground attack. Should you travel too far into the barren desert, flashing arrows will direct you back toward the enemy — that's the only help you can expect.

THE CONTROLS:

Tilt the joystick forward, backward, left and right to maneuver the Moto-Fighter around the screen. The Moto-Fighter fires missiles at a downward angle when on the ground. When the Moto-Fighter takes to the air, it fires straight forward. Either way, the Moto-Fighter can fire while moving forward or backward or while stationary.

SCREEN DISPLAY:

All game information is displayed in a bar at the top of the screen. The first line displays the current score and warning messages. "ALERT" warns that deadly Enemy Aircraft are approaching from the right. "DEFEND" lets you know that Enemy Aircraft are close to, or are attacking Sardoun. The information bar will flash from blue to BLACK when Sardoun has been totally destroyed. Your Fuel supply and extra Moto-Fighters are tallied on the second line.

PLAY LEVELS/DIFFICULTY SWITCHES:

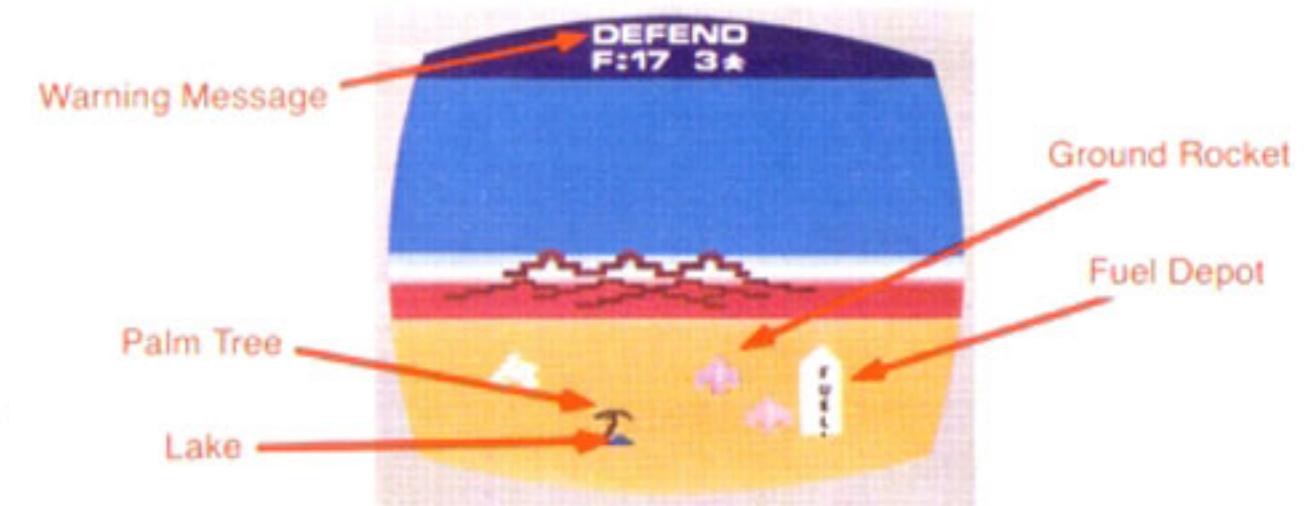
Each game of MEGAFORCE is made up of several, increasingly difficult, "rounds." A round ends when the Enemy Headquarters has been destroyed. Remaining Moto-Fighters are carried over into each new round. All Objects, Prizes and Fuel are replenished. You must use the Game Select lever to advance to another play level.

LEVEL 1 — NORMAL GAME PLAY: You begin the game with 39 gallons of Fuel and 4 Moto-Fighters. You can only gain up to 59 gallons of Fuel during play.

LEVEL 2 — ADVANCED GAME PLAY: You begin with 29 gallons of Fuel and 3 Moto-Fighters. You can only gain up to 59 gallons of Fuel during play.

LEVEL 3 — EXPERT GAME PLAY: You begin with 19 gallons of Fuel and 4 Moto-Fighters. You can only gain up to 59 gallons of Fuel during play.

LEVEL 4 — EASY PRACTICE GAME: You begin with 99 gallons of Fuel and 8 Moto-Fighters. Also, Enemy Aircraft do not shoot at you.



LEFT DIFFICULTY SWITCH A: Prizes under Fuel Depot appear in random order.

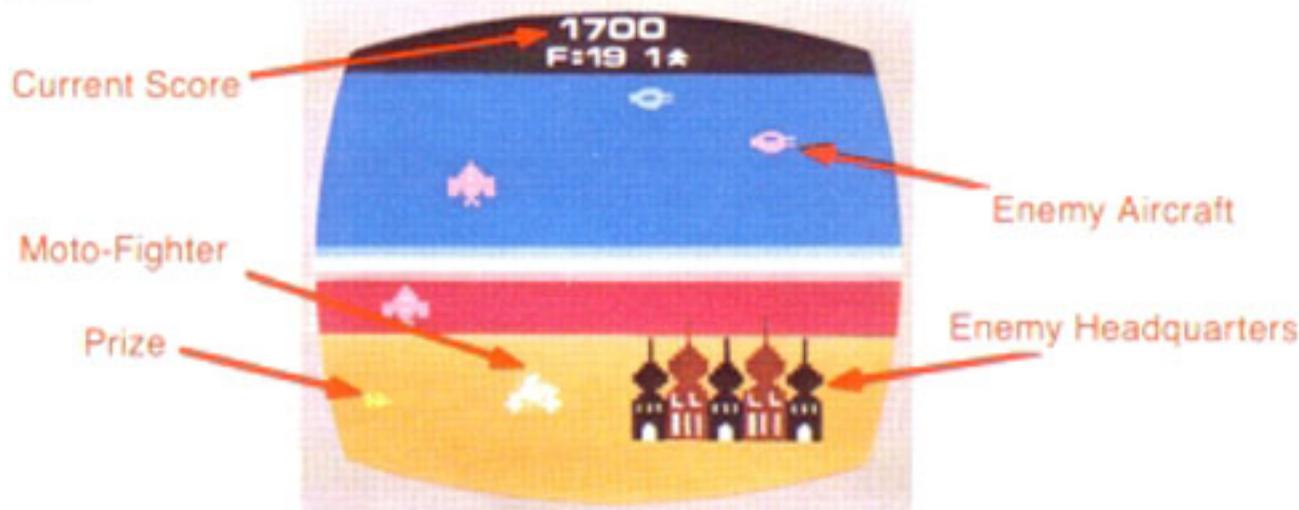
LEFT DIFFICULTY SWITCH B: Prizes appear in fixed order.

RIGHT DIFFICULTY SWITCH A: Enemy Aircraft allowed to pass you will head for Sardoun and attack it.

RIGHT DIFFICULTY SWITCH B: Enemy Aircraft allowed to pass you will stay and protect Fuel Depots. They will only occasionally go to Sardoun.

FUEL/MOTO-FIGHTERS/SCORING:

One gallon of Fuel is lost for every second of game play. Your Moto-Fighter will flash when its tank is almost empty. Running out of Fuel causes you to lose one Moto-Fighter, as does allowing Sardoun to be destroyed. Moto-Fighters are also lost by crashing into or being shot by Enemy Aircraft and Ground Rockets. Points, Fuel and extra Moto-Fighters are earned by destroying various Objects and Prizes (see below). NOTE: ONCE SARDOUN IS DESTROYED, NO MORE POINTS CAN BE EARNED IN THAT "ROUND" OF THE GAME. The game ends when you run out of Moto-Fighters. Don't forget to write down your high scores on the back of this booklet.



OBJECTS/SCORING:

PALM TREES, LAKES AND ARROWS: Blasting these will have no effect on the game.

GROUND ROCKETS: These can be destroyed only BEFORE they are launched from the ground. You receive 300 points for each one shot to pieces.

ENEMY AIRCRAFT: These are worth 100 points each. Any allowed to pass by may head straight for Sardoun on a bombing raid. Every time an enemy bomb blows up a Sardounian tower, the information bar will flash to white and you will hear a muffled explosion.

SARDOUN (WHITE): Each tower destroyed is worth 100-400 points and adds 10 gallons of Fuel to your tank. Remember, however, once Sardoun is destroyed you cannot earn any more points during that round AND you lose a Moto-Fighter at the end of the round.

ENEMY HEADQUARTERS (BLACK): Each tower exploded is worth 300-600 points. Total destruction of the Enemy Headquarters ends that round and adds on 1 additional point.

FUEL DEPOTS: Each tank demolished is worth 80 points and 10 gallons of Fuel. If the entire Depot is destroyed, a Prize will appear in that area which you can also shoot.

PRIZES: If allowed to scroll off the screen, they will disappear. Make sure they are "safe" Prizes, then shoot them right away. Don't shoot Enemy Aircraft or Ground Rockets found under the Fuel Depots. The consequences are severe.

PRIZE CHART:

PRIZE	POINTS	FUEL GAINED	CONSEQUENCES
MISSILE	300	10	—
MOTO-FIGHTER	300	10	—
ENEMY AIRCRAFT	100	0	Adds 7 Enemy Aircraft and 3 Rocket Bases To The Screen.
GROUND ROCKET	70	0	Same As Enemy Aircraft
YELLOW PALM	400	20	—
MAN	600	20	Adds One Moto-Fighter
ARROW	0	0	—

HINTS FROM DALLAS NORTH . . .

Ground Rockets are able to rise to the top of the screen in order to reach you. You can elude them (unless they are directly under you) by quickly reversing the Moto-Fighter's direction. At the higher levels, however, it is safer to avoid the Ground Rockets and go on to the next round.

If you need to rest for a bit, head for the desert area left of Sardoun or right of Enemy Headquarters. Enemy Aircraft cannot fly into those areas and while you are there they will not bomb Sardoun.

MEGAFIGHTERS

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